



ICEWIND DALE



QUICK REFERENCE CARD

<http://www.replacementdocs.com>

PRIEST SPELLS

1st Level

Bless	Detect Evil	Remove Fear
Command Word: Die	Entangle	Sanctuary
Cure Light Wounds	Magical Stone	Shillelagh
Curse	Protection from Evil	

2nd Level

Aid	Draw Upon Holy Might	Know Alignment
Barkskin	Find Traps	Resist Fire/Cold
Chant	Flame Blade	Silence, 15' Radius
Charm Person or Mammal	Goodberry	Slow Poison
Cure Moderate Wounds	Hold Person	Spiritual Hammer

3rd Level

Animate Dead	Hold Animal	Remove Curse
Call Lightning	Invisibility Purge	Remove Paralysis
Cure Disease	Miscast Magic	Rigid Thinking
Dispel Magic	Prayer	Strength of One
Glyph of Warding	Protection from Fire	

4th Level

Animal Summoning I	Giant Insect	Protection from Evil, 10' Radius
Cloak of Fear	Mental Domination	Protection from Lightning
Cure Serious Wounds	Neutralize Poison	Recitation
Defensive Harmony	Produce Fire	Static Charge
Free Action		

5th Level

Animal Summoning II	Cure Critical Wounds	Raise Dead
Champion's Strength	Flame Strike	Righteous Wrath of the Faithful
Chaotic Commands	Insect Plague	Spike Stones

6th Level

Animal Summoning III	Entropy Shield	Heal
Conjure Fire Elemental	Fire Seeds	Sol's Searing Orb

7th Level

Confusion	Fire Storm	Sunray
Conjure Earth Elemental	Impervious Sanctity of Mind	Symbol of Hopelessness
Creeping Doom	Resurrection	Symbol of Pain

MAGE SPELLS

1st Level

Armor	Friends	Protection from Evil
Burning Hands	Grease	Protection from Petrification
Charm Person	Identify	Shield
Chill Touch	Infravision	Shocking Grasp
Chromatic Orb	Larloch's Minor Drain	Sleep
Color Spray	Magic Missile	

2nd Level

Agannazar's Scorchers	Horror	Resist Fear
Blindness	Invisibility	Snillloc's Snowball Swarm
Blur	Knock	Stinking Cloud
Decastave	Know Alignment	Strength
Detect Evil	Luck	Vocalize
Detect Invisibility	Melf's Acid Arrow	Web
Ghoul Touch	Mirror Image	

3rd Level

Dire Charm	Haste	Nondetection
Dispel Magic	Hold Person	Protection from Normal Missiles
Fireball	Icelandic	Skull Trap
Flame Arrow	Lightning Bolt	Slow
Ghost Armor	Monster Summoning I	Vampiric Touch

4th Level

Beltyr's Burning Blood	Emotion: Hopelessness	Otiluke's Resilient Sphere
Confusion	Greater Malison	Remove Curse
Dimension Door	Ice Storm	Shadow Monsters
Emotion: Courage	Improved Invisibility	Spirit Armor
Emotion: Fear	Minor Globe of Invulnerability	Stoneskin
Emotion: Hope	Monster Summoning II	

5th Level

Animate Dead	Conjure Fire Elemental	Hold Monsters
Chaos	Conjure Water Elemental	Monster Summoning III
Cloudkill	Demi-Shadow Monsters	Shroud of Flame
Cone of Cold	Domination	Summon Shadow
Conjure Earth Elemental	Feeblemind	

6th Level

Antimagic Shell	Flesh to Stone	Otiluke's Freezing Sphere
Chain Lightning	Globe of Invulnerability	Power Word: Silence
Death Fog	Invisible Stalker	Shades
Death Spell	Lich Touch	Stone to Flesh
Disintegrate	Monster Summoning IV	Tenser's Transformation

7th Level

Acid Storm	Monster Summoning V	Prismatic Spray
Finger of Death	Mordenkainen's Sword	
Mass Invisibility	Power Word, Stun	

8th Level

Incendiary Cloud	Mind Blank	Monster Summoning VI
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9th Level

Monster Summoning VII
Power Word, Kill

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QUICK REFERENCE CARD

PAUSE/UNPAUSE

Press or to pause on or off (to play the game like a turn-based game). When paused you can assign actions to any of your characters — they will perform these actions when you un-pause.

HELP

Press or hold the pointer over an object to bring up a tool tip. You can configure how quickly the tool tips appear on the Options Screen.

RESTING

Press to rest or talk to an innkeeper and choose the Rent Room option.

GAME SCREEN

CHARACTER SELECTION

Select Single

Character L click on character, or L click on character portrait, or Select Character 1- 6.

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Select Group

Drag a box around characters with L click of the mouse or

Add/Remove

+ L click on character or character portrait, or and drag a box around characters with L click

Center on Character

Double L click on character, or Double L click on character portrait. You can also push the "+" key.

MOVEMENT ACTIONS

Walk to Point

L click on ground to make the selected character(s) walk there.

Walk to Waypoint

+ L click on ground creates a series of waypoints that your character(s) will follow.

Rotate Formation

R click and drag in a circular motion when you have more than one character selected. The characters will walk to the formation that you have assigned, and face the new direction.



TALK



L click on , L click on creature.



QUICK WEAPON

Attack

L click on , L click on creature you wish to attack.

Select Ammo

R click on , L click on desired ammo.



GROUP ATTACK

Select multiple characters, L click on , L click on creature you wish to attack.



CAST SPELL

Use Item: L click on , L click on desired spell, L click on target.



QUICK SPELL

Use Item: L click on , L click on target.

Configure: R click on , L click on desired spell.



USE ITEM

L click on , L click on desired item, L click on target.



QUICK ITEM

Use Item: L click on , L click on target.

Configure: R click on , L click on desired choice.



TURN UNDEAD



BARD SONG



DETECT TRAPS AND SECRET DOORS



THIEVING

Pick Pockets

L click on , L click on creature.

Open Locks

L click on , L click on creature.

Remove Traps

L click on , L click on creature.



STEALTH L click on to hide in shadows.

SPECIAL ABILITIES L click on , L click on ability, L click on target.

GROUP STOP/STOP CURRENT ACTION

GROUP FORMATIONS
R click to select different quick formations.

CHANGE PARTY ORDER

L click and hold on the character's portrait, when the cursor changes, drag the character to the desired location in the marching order.

MAP SCREEN

AREA MAP

Change View Area L drag green box.

Zoom In on Point L double click on point.

Zoom In on Character L double click on character's ring, or R click on character portrait.

WORLD MAP

Scrolling Left drag when appears.

JOURNAL SCREEN

OPTIONS SCREEN

INVENTORY SCREEN

CHARACTER RECORD

MAGE BOOK SCREEN

PRIEST SCROLL SCREEN

Memorize

L click on spell slots to choose spells to memorize. These spells will be memorized the next time the party rests.

Description

R click on spell icon to see the spell description.

Copy from Scrolls

R click on the scroll. L click on the "Write Magic" button.

CHARACTER STATE ICONS

Bad Luck	Heroism	Protection from Magic
Bard Song	Intoxicated	Protection from Missiles
Barkskin	Invulnerability	Protection from Petrification
Berzerk	Level Up	Protection from Poison
Blessed	Luck	Protection from Undead
Blind	Magic Armor	Regenerate
Chant	Nausea	Resist Fear
Charm	Nondetection	Resist Fire-Cold
Confusion	Panic	Rigid Thinking
Cursed	Phased	Shield
Dire Charm	Poisoned	Silenced
Diseased	Protection from Acid	Sleep
Fatigued	Protection from Cold	Slowed
Free Action	Protection from Electricity	Stoneskin
Haste	Protection from Evil	Strength
Held	Protection from Fire	

LIST OF CURSORS

Attack	Locked Chest/Door	Rotate Formation
Blocked Location	Move	Take Stairs
Cast Spell	Open Door	Talk
Change Marching Order	Open Locks	Thieving
Enter Door	Pick Pockets	Travel
Follow	Pick Up Item	Use Item
Information	Remove Traps	